

ABSTRACT

Techniques for converting and executing applications. The techniques include receiving an original design-time representation of an application, the original design-time representation for use in a first run-time environment for executing applications having been developed in a first design-time environment, the first design-time environment using a first programming model comprising one or more first model elements including screens and processing logic for each screen; and generating a converted design-time representation for use in a second run-time environment for executing applications having been developed in a second design-time environment, the second design-time environment using a second programming model comprising one or more second model elements including models, views, and controllers, the converted design-time representation including one or more application views based on the one or more application screens, and converted processing logic based on the original processing logic, the converted processing logic capable of being executed in the second run-time environment.

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